

Charles Bradbury

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OBJECTIVE | Senior Level Artist looking to Create Revolutionary Games with a Talented & Passionate Team.

Technical Skills	Professional Skills
<ul style="list-style-type: none">o 3ds Maxo Photoshopo Unreal 3 /UDKo Lightmasso Kismeto ZBrusho Maya	<ul style="list-style-type: none">o Expertise in creating highly detailed environments with a strong eye for composition and lightingo Proficient in High and Low poly modeling for gameso Texture painting with strong attention to detailo Experienced in complex material/shader creationo Excellent communication and collaboration skillso Ability to self organize and work effectively with timelines and artistic directiono Experience working with SCRUM Agile Development

INDUSTRY EXPERIENCE

- April 2013 - Present **Senior Level Artist - Irrational Games – Bioshock Infinite (PC/PS3/360)**
·DLC - Burial at Sea Episode 1+2 - Clash in the Clouds
·Build, populate, light, and optimize levels using Unreal 3 Engine
·Kismet scripting to create interactive environments
·Working directly with Design and Narrative to create visually appealing and fun game play spaces
- Oct 2011 - April 2013 **Level Artist - Irrational Games – Bioshock Infinite (PC/PS3/360)**
·Build, populate, light, and optimize levels using Unreal 3 Engine
·Kismet scripting to create interactive environments
·Working directly with Design and Narrative to create visually appealing and fun game play spaces
- July 2010 - Oct 2011 **Senior Artist - High Moon Studios – Transformers: Fall of Cybertron (PS3/360)**
·Build, populate, light, and optimize levels using Unreal 3 Engine
·Modeling, Sculpting, Texturing Hard Surface and Organic assets
·Kismet scripting to create interactive environments
·Working directly with Designers to balance game play and art
·Assist programmers to test and implement new tech for artists
- January 2011 - Oct 2011 **3D Instructor - Art Institute of California - San Diego, CA**
·Teaching "Advanced Texturing and Lighting" class for games
·UDK workshop - 4 hour demo showing industry techniques for creating believable foliage and organic environments in unreal.
- March 2008 – July 2010 **Level Artist - High Moon Studios – Transformers: War for Cybertron (PS3/360)**
·Modeling and Texturing Environments and Props
·Build and light levels using Unreal 3 Engine
·Unreal 3 material/ Shader Creation
·Kismet scripting to create interactive environments
·Working directly with Designers to create fun game play spaces
- November 2006 – March 2008 **Artist - High Moon Studios - The Bourne Conspiracy (PS3/360)**
·Modeling and Texturing Environments and Props
·Build levels using Unreal 3 Engine
·Kismet scripting to create interactive environments

EDUCATION

- 2003 – 2006 **Art Institute of California - San Diego, CA**
Bachelor of Science in Game Art & Design